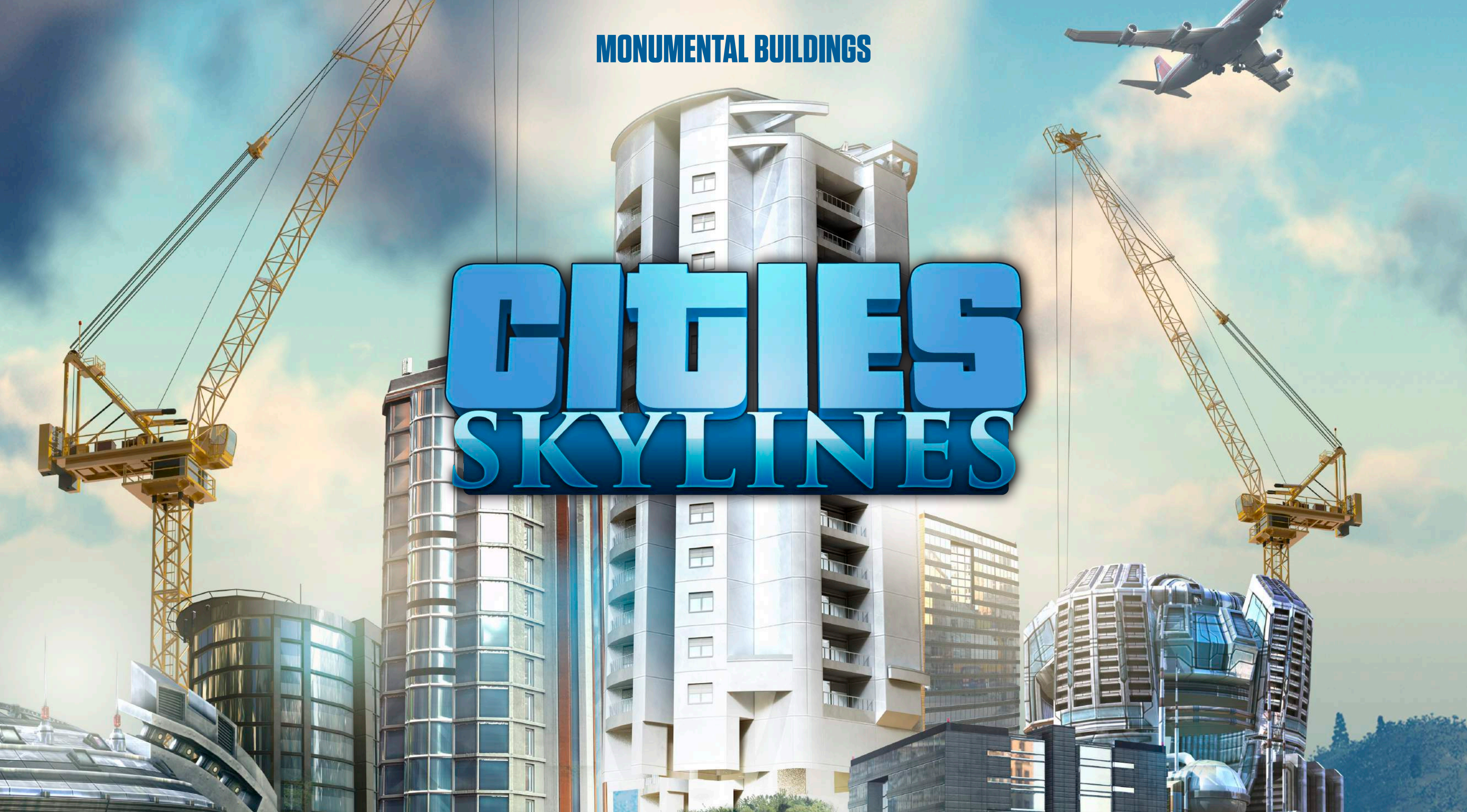


MONUMENTAL BUILDINGS

CITIES SKYLINES



FOREWORD

From the start of Colossal Order's first project, *Cities in Motion*, it was clear that one of our dream projects was to develop a city-builder game. But developing such a game is no simple task and we had to test our wings first with other, smaller scale projects. After 5 years and two games that had a lot to do with creating city architecture even though the main goal of the games didn't center on building a city, we felt we were confident enough to switch our sights on a grander undertaking.

The city-builder genre is not something to take lightly, though. We had a lot to look up to when it came to such legendary games like the world's oldest city-building game and other noteworthy titles, some older, some younger. We had tackled the recent history from the beginning of the 20th century with the first *Cities in Motion* and the present day with *Cities in Motion 2*. The overall scope of what would become *Cities: Skylines* guided us to choose a smaller time frame where the game would take place and after careful thought we decided that we wanted to take a look into the near future, starting from the modern times.

The game's art direction takes influence of modern architecture from around the world, from present day United States, Japan and Dubai with sleek design choices and clean and smooth surfaces that bring out the atmosphere of the early decades of the 21st century. While we wanted to bring the game's visuals to the forefront of the modern urban architecture we also wanted to preserve certain aspects of well-known, older styles. These can be seen as the architecture levels up when the city grows.

The clearest examples of the future can be seen in the monuments, the mighty technological marvels of tomorrow. Visually these buildings represent true space age and would be at home in a science fiction game. The monuments tackle ideas such as fusion energy, particle physics and space travel. The design of the buildings put emphasis on vertical aspects, making them stand out in any city skyline as the massive behemoths that they are.

Without further ado I welcome you to take a look at some of the finest examples of visual design in *Cities: Skylines*. Enjoy your stay!

Henri Haimakainen
Game artist and designer

CITIES
SKYLINES



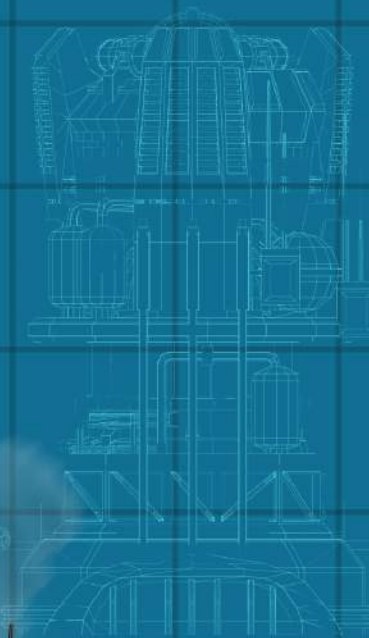
FUSION POWER PLANT

The fusion power plant represents energy production in its finest form: clean, safe and in vast quantities. The superconducting magnets encased in metallic spheres, enveloped in crackling electricity spin at tremendous speeds harnessing the power of the nuclear fusion.

The fusion power plant was the first of the monuments to be designed and with it the overall design philosophy was set in place: while the maximum lot size might be a limitation, there was nothing stopping the buildings from being tall, towering structures. Also the science fiction theme for the buildings was decided there and then. The idea was to differentiate them enough from all the other modern building types to make the reward feel that much more special once the player was able to unlock and build them.



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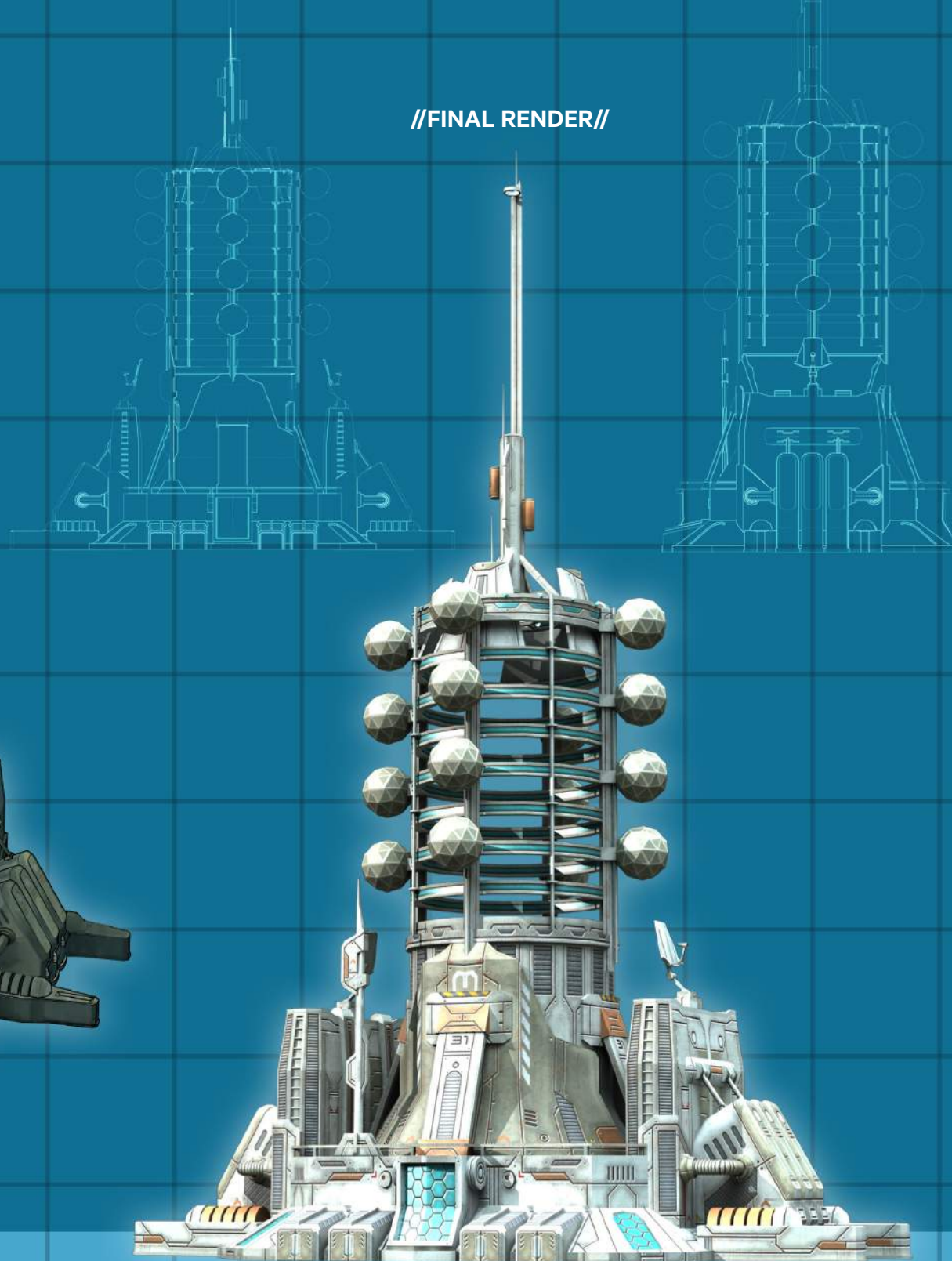
SPACE ELEVATOR

Today a concept, tomorrow reality! The space elevator is alongside the fusion power plant one of those ideas that mankind has tried to develop for some time now. In *Cities: Skylines* the space elevator is the ultimate public transport, sending passengers to orbital space stations to spend their vacations. Instead of a dangly cable stretching through the clouds and into space, the space elevator turns the passengers into quantum particles and beams them up into particle chambers located on space stations where the passengers are then rematerialized in a similar manner as in one of the space trekking TV shows.

The space elevator features the particle beam cannon and the accelerator rings as well as sophisticated targeting systems for safe travel.



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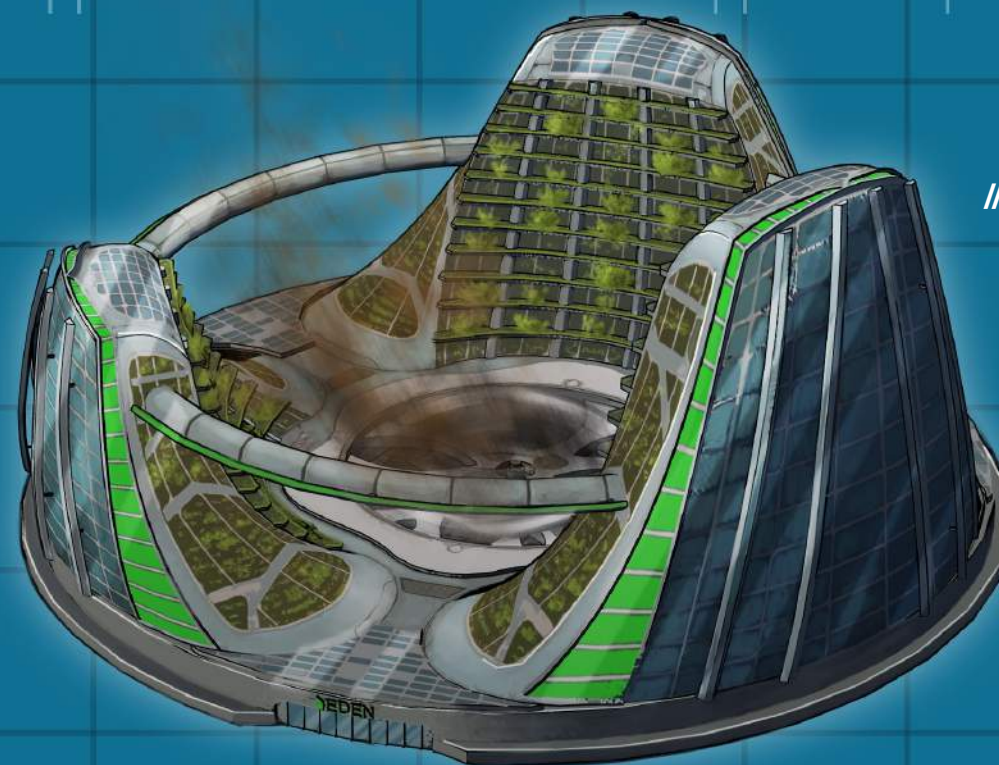
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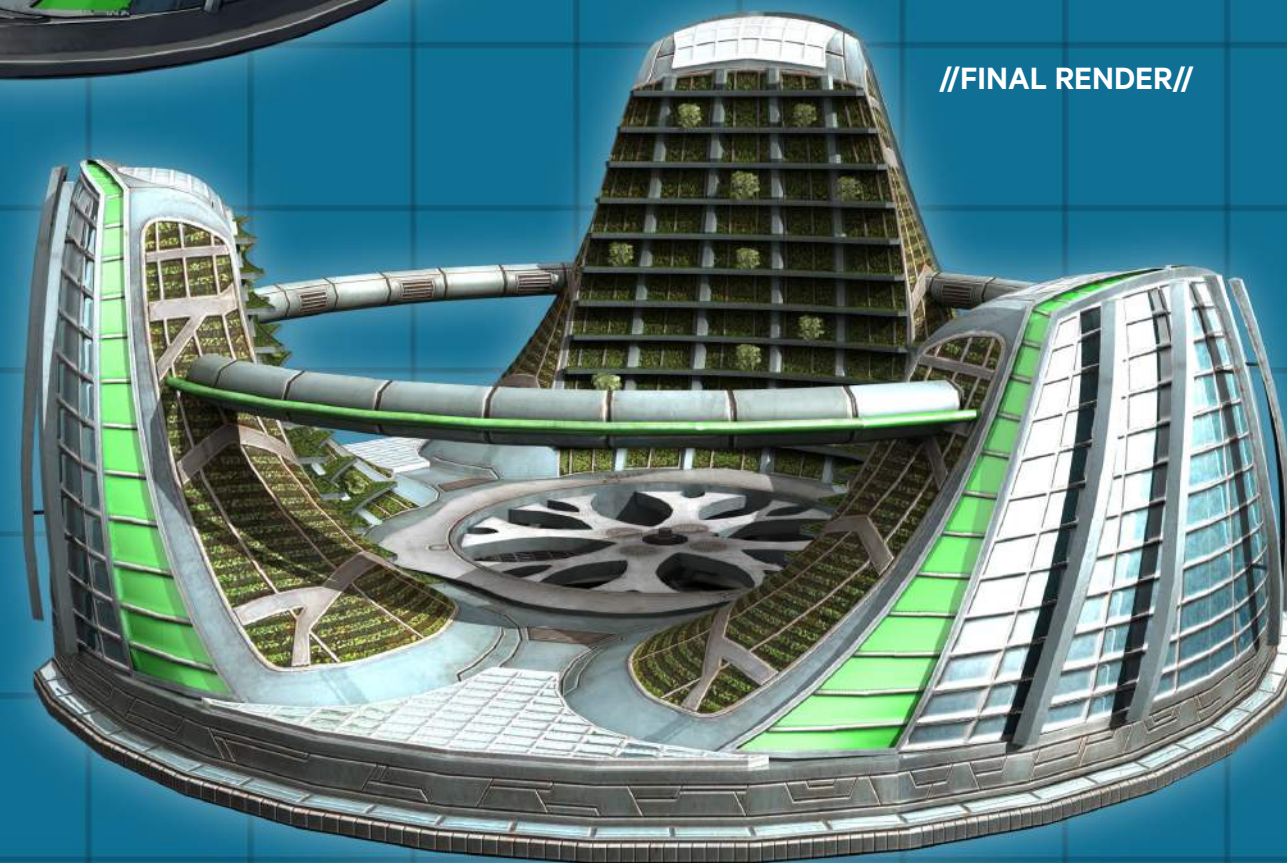
EDEN PROJECT

Preserving the environment is one of the important missions of the modern times and the world of *Cities: Skylines* is no different. The design of the Eden project revolves around massive biodomes circling a filtering system that cleanses the environment of pollution.

While the filtering systems clear the environment, the biodomes serve as vaults for thousands of plants collected around the world. The different tiers circling around the filtering system are emulating natural biomes from tropical to Mediterranean and so on.



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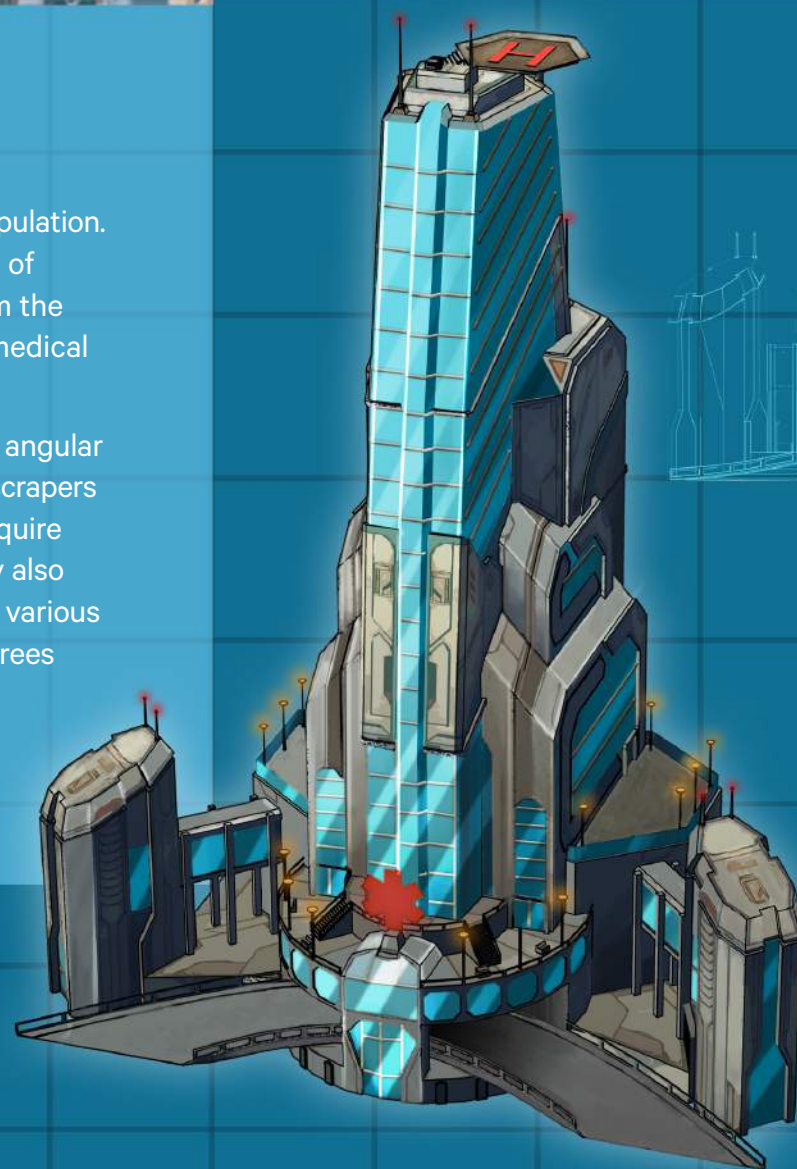


MEDICAL CENTER

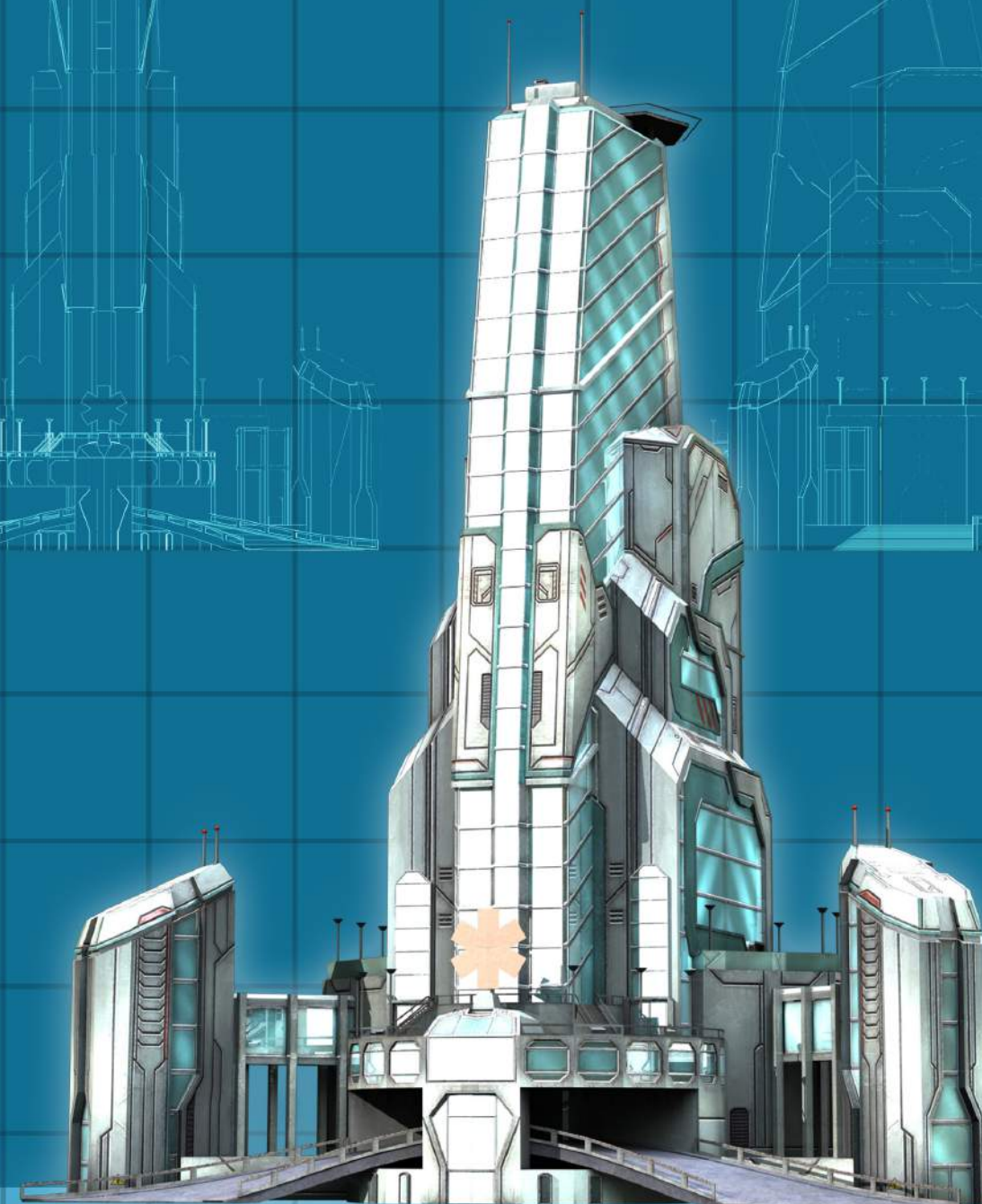
The medical center is the key to long lifespans and healthy population. With departments that specialize in practically every aspect of healthcare and the treatment of a multitude of diseases from the common cold to the most menacing of virus infections the medical center is a shining beacon of health.

Its visual design takes inspiration from science fiction with its angular shapes. Some parts are also inspired by modern Japanese skyscrapers such as the ramp leading to the main doors. While patients require proper facilities to be treated by the expert medical staff, they also need places to relax during and after medical operations. The various terraces provide patients with observation decks decorative trees to give shade during a sunny day.

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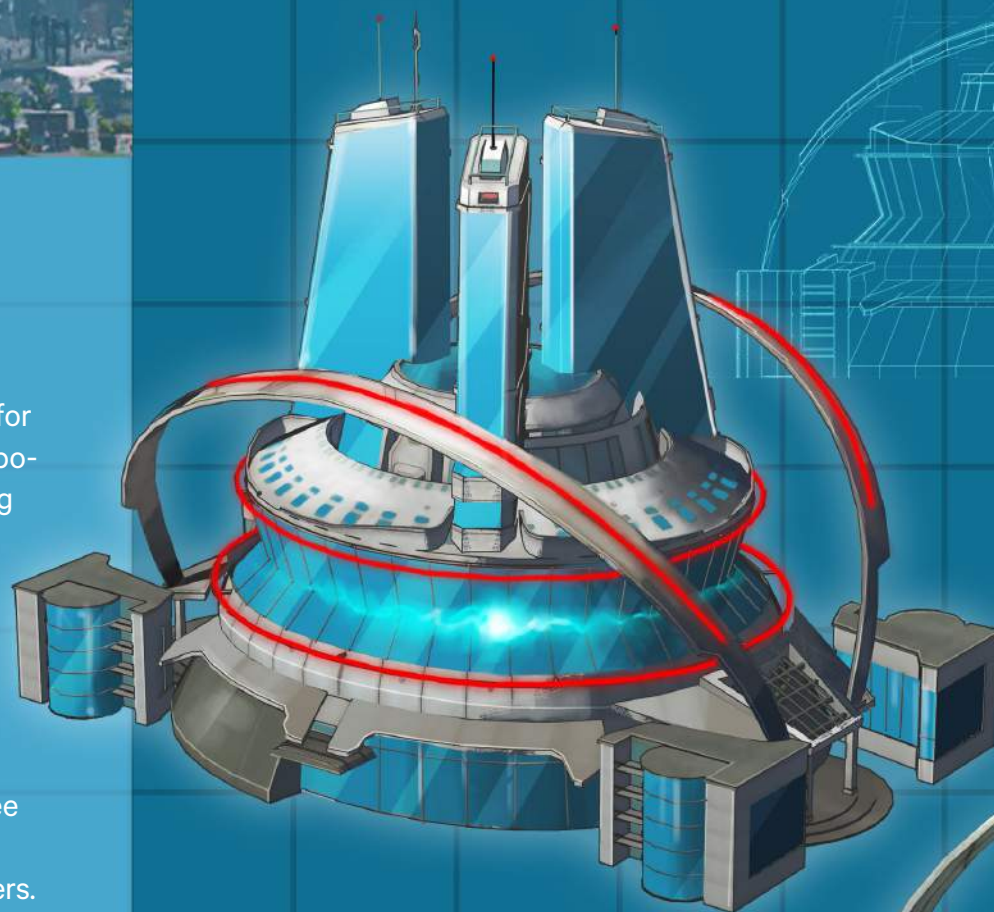


HADRON COLLIDER

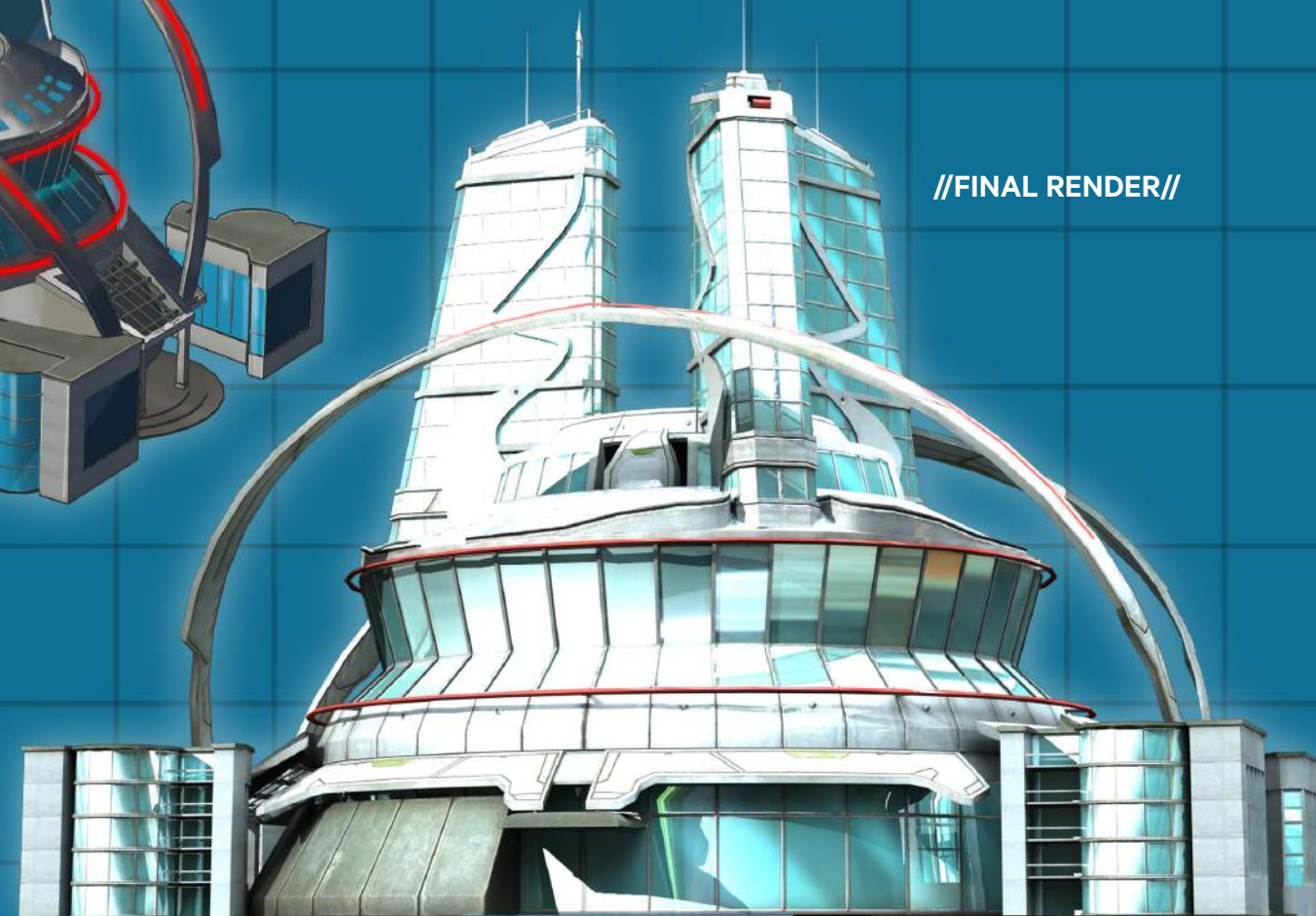
The hadron collider is where the science happens. Scientists from all around the world of *Cities: Skylines* flock to the leading center for studies in particle physics. Local schools of all levels work in collaboration with the people of the particle physics research team, letting students apply for internships at the hadron collider and in return provide the schools with premium quality teaching materials.

While hadron colliders are usually located underground with traditional office buildings appearing above ground, the hadron collider in *Cities: Skylines* is located mostly above ground. The accelerator ring can be seen comprising of the middle section of the hadron collider while the laboratories are located in the three main pylons rising above the accelerator itself. Additional offices circle the main building that include more labs and personnel quarters.

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COLOSSAL ORDER OFFICES

Colossal Order Offices are the headquarters where, according to some, “the magic happens.” The building stands as an icon of the impact that the video game industry has had on popular culture and is a brand in itself that is known around the world of *Cities: Skylines*. Many aspiring programmers and artists arrive here in search of the dream job in one of the exciting game projects the people at Colossal Order International are working on. It is truly the epitome of awesomeness.

The building design itself represents the history and roots of Colossal Order, the design taking its strongest influences from the company’s original logo design. The brushed metal surface and the large windows with the roofs colored in the classic company colors make it easily noticeable in the middle of a busy and tall city center and an excellent point of interest for the virtual mayors.

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COURTHOUSE

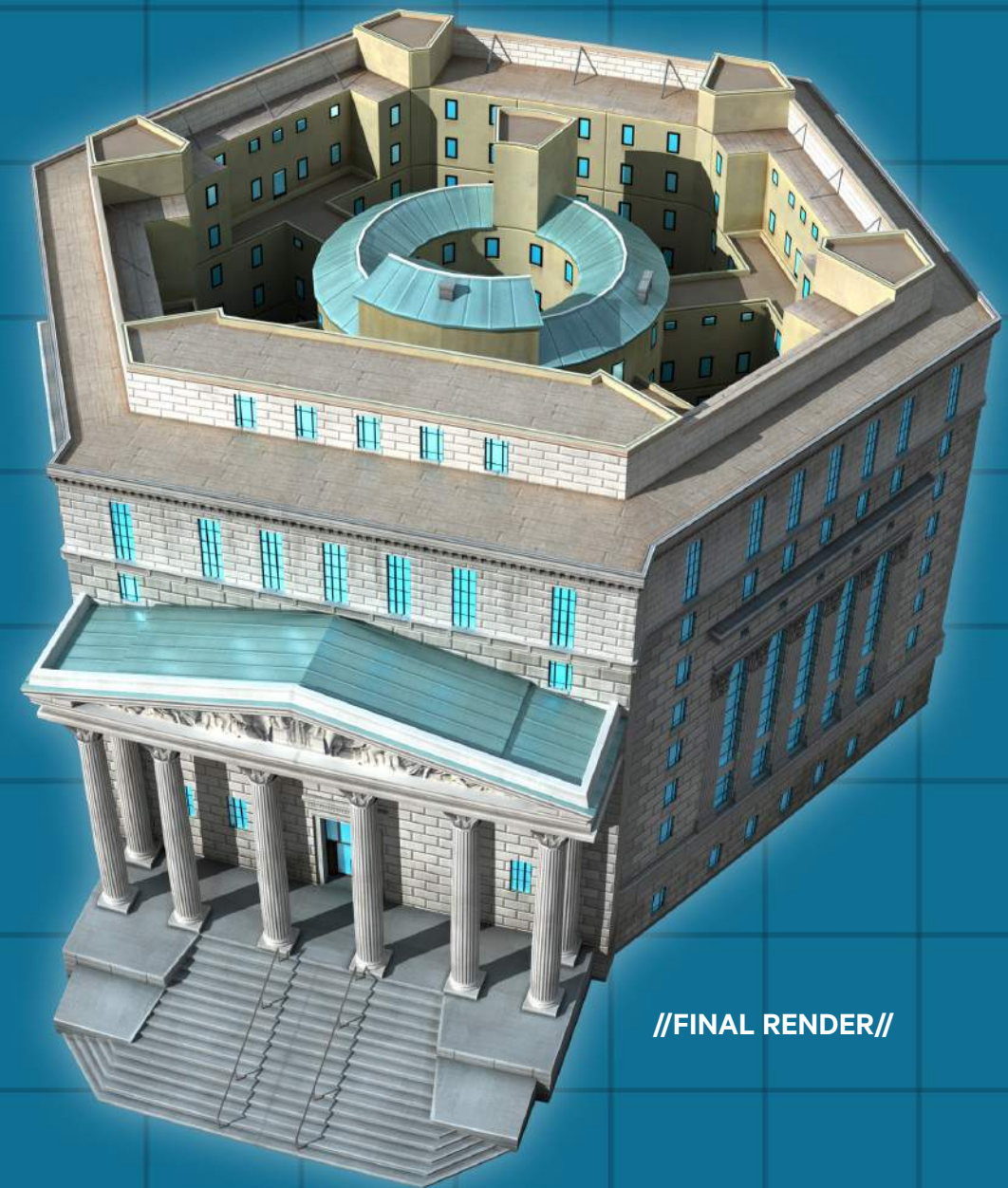
Amongst the many very modern buildings stands a classical Roman style granite-faced behemoth of a building. The courthouse represents the ultimate authority in all things law and order in the city. Law-abiding citizens need never visit it but those who break the law will find themselves frequenting the halls of the fearsome guardian.

The temple-esque look traces back to ancient Greece with the Corinthian colonnade making up most of the front of the courthouse. The overall shape of the building is hexagonal and takes inspiration from real-life courthouses found in the United States.

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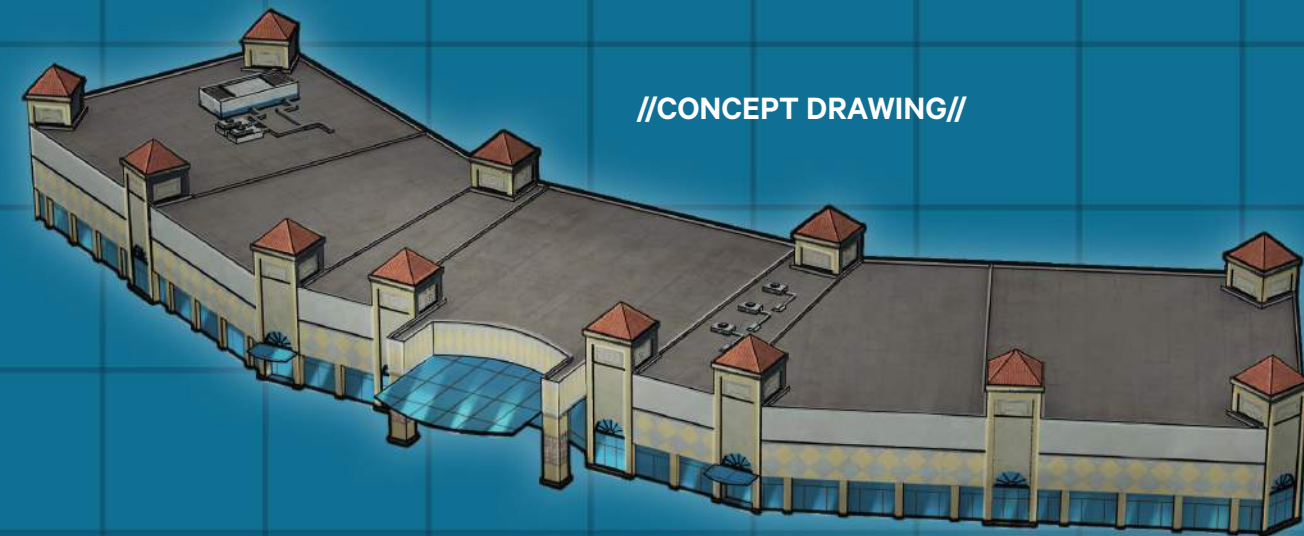




MALL OF MODERATION

Mall of Moderation captures the look and feel of an iconic American strip mall. There are various shops from clothing and grocery stores to restaurants and pharmacies; a truly multipurpose shopping plaza. While the shops in the Mall of Moderation may not be the most posh out there, they do serve a considerable customer-base. The wide range of services makes the shopping plaza an ideal part of a growing neighborhood.

Design for the Mall of Moderation takes influence from the shopping malls, strip malls and mini-malls of the United States with rows of small stores, outlined with large parking lots for large amounts of customers. The architectural style mimics the more modern strip mall designs with decorative elements such as the towers bringing variety to the otherwise flat structure.



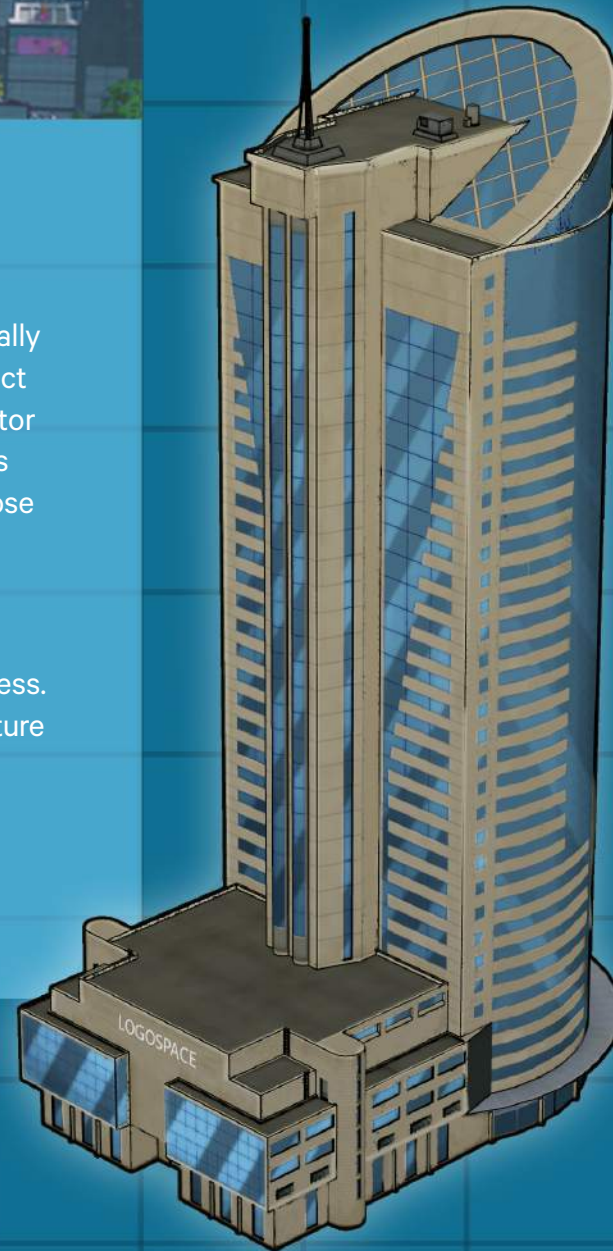


TRANSPORT TOWER

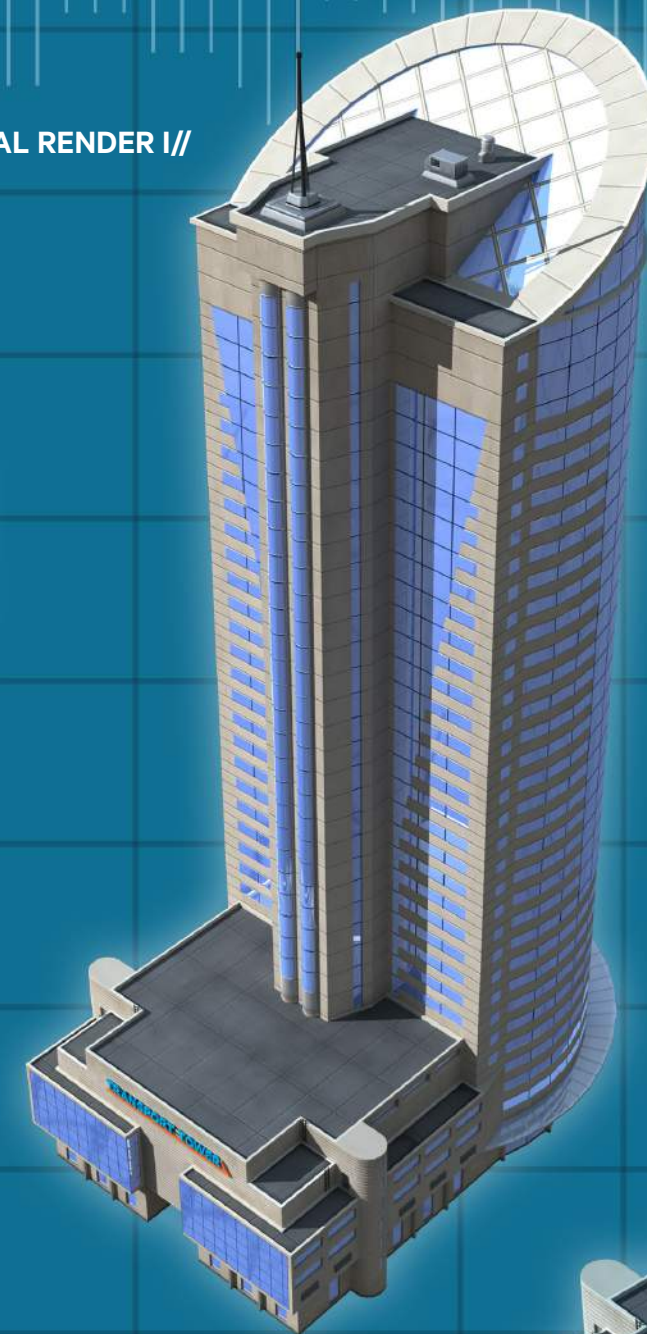
The Transport Tower stands tall against the skyline with its diagonally cut roof profile and glassy exterior. The building features two distinct parts: a large base and a tall tower. The base functions as the visitor and customer area of the Transport Tower while the tower itself is the administration offices. The Transport Tower is awarded to those who are exceptionally good at providing the citizens with public transport options.

The Transport Tower takes influence from modern skyscrapers around the world achieving a rather unique silhouette in the process. The diagonal lines in contrast to the round design of the tower structure create interesting forms.

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